

OUTDOOR LEAGUE

JPH APPENDIX 2 COMPETITION PLAN AND RANKING

1. Region 5

1.1. U16

1.1.1. One (1) pool of ten (10) teams who play each other once.

1.1.2. Each team will also play one (1) additional “friendly” match against one (1) team randomly selected.

1.1.2.1. The “friendly” match is indicated on the Altius match schedule as (Friendly)

1.1.2.2. The result of this “friendly” match will not count towards pool play competition and the statistics will not be recorded, however failure to play in this match will be addressed as according to the Disqualification rules for failure to complete a match during pool play.

1.1.3. Ranking in the pool is determined according to Regulation 1.7

1.1.4. Crossover and final classification matches will be played on the Championship date as follows:

Team		Team	To Determine
7 th ranked	vs	10 th ranked	Crossover 1
8 th ranked	vs	9 th ranked	Crossover 2
Loser (Crossover 1)	vs	Loser (Crossover 2)	9 th & 10 th
5 th ranked	vs	Winner (Crossover 2)	Crossover 3
6 th ranked	vs	Winner (Crossover 1)	Crossover 4
Loser (Crossover 3)	vs	Loser (Crossover 4)	7 th & 8 th
Winner (Crossover 3)	vs	Winner (Crossover 4)	5 th & 6 th
1 st ranked	vs	4 th ranked	Semifinal 1
2 nd ranked	vs	3 rd ranked	Semifinal 2
Loser (Semifinal 1)	vs	Loser (Semifinal 2)	3 rd & 4 th
Winner (Semifinal 1)	vs	Winner (Semifinal 2)	Champions & Runner up

1.2. U19

1.2.1. Two (2) pools of four (4) teams

1.2.2. Teams play each team within their pool twice and play all teams outside their pool once.

1.2.3. Teams are ranked within their respective pools according to Regulation 1.7

1.2.4. Crossover and final classification matches played on the Championship date as follows:

Team		Team	To Determine
Pool A – 4 th	vs	Pool B – 3 rd	5 th – 8 th
Pool B – 4 th	vs	Pool A – 3 rd	5 th – 8 th
Pool B – 1 st	vs	Pool A – 2 nd	Semi Final 1
Pool A – 1 st	vs	Pool B – 2 nd	Semi Final 2
Loser (B4 v A3)	vs	Loser (A4 v B3)	7 th & 8 th
Winner (B4 v A3)	vs	Winner (A4 v B3)	5 th & 6 th
Loser (Semi Final 2)	vs	Loser (Semi Final 1)	3 rd & 4 th
Winner (Semi Final 2)	vs	Winner (Semi Final 1)	Champions & Runner up

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2. Region 6

2.1. U16 & U19

- 2.1.1. Two (2) pools of four (4) teams
- 2.1.2. Teams play each team within their pool twice and play all teams outside their pool once.
- 2.1.3. Teams are ranked within their respective pools according to Regulation 1.7
- 2.1.4. Crossover and final classification matches played on the Championship date as follows:

Team		Team	To Determine
Pool A – 4 th	vs	Pool B – 3 rd	5 th – 8 th
Pool B – 4 th	vs	Pool A – 3 rd	5 th – 8 th
Pool B – 1 st	vs	Pool A – 2 nd	Semi Final 1
Pool A – 1 st	vs	Pool B – 2 nd	Semi Final 2
Loser (B4 v A3)	vs	Loser (A4 v B3)	7 th & 8 th
Winner (B4 v A3)	vs	Winner (A4 v B3)	5 th & 6 th
Loser (Semi Final 2)	vs	Loser (Semi Final 1)	3 rd & 4 th
Winner (Semi Final 2)	vs	Winner (Semi Final 1)	Champions & Runner up

3. Region 7

3.1. U16

- 3.1.1. One (1) pool of seven (7) teams who play each other twice.
- 3.1.2. Final ranking is determined according to Regulation 1.7

3.2. U19

- 3.2.1. Three (3) pools of three (3) teams
- 3.2.2. Teams play each team within their pool twice and play all teams outside their pool once.
- 3.2.3. Teams are ranked within their respective pools according to Regulation 1.7
- 3.2.4. Crossover and final classification matches played on the Championship date as follows:
 - 3.2.4.1. The first ranked teams from each pool play in a 1st-3rd classification pool
 - 3.2.4.2. The second ranked teams from each pool play in a 4th-6th classification pool
 - 3.2.4.3. The third ranked teams from each pool play in a 7th-9th classification pool
- 3.2.5. Teams are ranked within their respective classification pools according to Regulation 1.7.

4. Region 8

4.1. U14, U16 & U19

- 4.1.1. Each team plays at least 4 matches on each of the scheduled weekends they elect to participate in
 - 4.1.1.1. Teams electing to participate in more weekends have more opportunities to earn points
- 4.1.2. The results of all matches played each weekend are compiled together with final rankings determined according to Regulation 1.7

5. JPOL Challenge

- 5.1.1. One (1) pool of six (6) teams who play each other once.
- 5.1.2. Ranking in the pool is determined according to Regulation 1.7
- 5.1.3. Final classification matches played on the Championship date as follows:

Team		Team	To Determine
5 th ranked	vs	6 th ranked	5 th & 6 th
3 rd ranked	vs	4 th ranked	3 rd & 4 th
1 st ranked	vs	2 nd ranked	Champions & Runner up

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6. U14 Division

6.1.1. One (1) pool of ten (10) teams who play each other once.

6.1.2. Each team will also play one (1) additional “friendly” match against one (1) team randomly selected.

6.1.2.1. The “friendly” match is indicated on the Altius match schedule as (Friendly)

6.1.2.2. The result of this “friendly” match will not count towards pool play competition and the statistics will not be recorded, however failure to play in this match will be addressed as according to the Disqualification rules for failure to complete a match during pool play.

6.1.3. Ranking in the pool is determined according to Regulation 1.7

6.1.4. Crossover and final classification matches will be played on the Championship date as follows:

Team		Team	To Determine
8 th ranked	vs	9 th ranked	Crossover 1
7 th ranked	vs	10 th ranked	Crossover 2
Loser (Crossover 1)	vs	Loser (Crossover 2)	9 th & 10 th
5 th ranked	vs	Winner (Crossover 1)	Crossover 3
6 th ranked	vs	Winner (Crossover 2)	Crossover 4
Loser (Crossover 3)	vs	Loser (Crossover 4)	7 th & 8 th
Winner (Crossover 3)	vs	Winner (Crossover 4)	5 th & 6 th
1 st ranked	vs	4 th ranked	Semifinal 1
2 nd ranked	vs	3 rd ranked	Semifinal 2
Loser (Semifinal 1)	vs	Loser (Semifinal 2)	3 rd & 4 th
Winner (Semifinal 1)	vs	Winner (Semifinal 2)	Champions & Runner up